

Nintendo

GAME BOY[®] COLOR

CGB-B3SE-USA



SHAUN PALMER'S PRO SNOWBOARDER[™]

INSTRUCTION BOOKLET

ACTIVISION
2

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inside

GUARANTEED FRESH EVERY TIME	2
STARTING THE GAME	4
SELECTION MENUS	6
HOW TO PLAY	7
TRICK LIST	8
TRICK SCORING	13
THE PROS	14
CREDIT WHERE CREDIT IS DUE.....	18
CUSTOMER SUPPORT	19
SOFTWARE LICENSE AGREEMENT	20

GUARANTEED FRESH EVERY TIME

Shaun Palmer's Pro Snowboarder™ for Game Boy® Color offers you the chance to ride like the pros. An afternoon in Aspen shredding as Shaun Palmer. A divine time in Heavenly Valley as Tara Dakides. A fresh session as Ingemar Backman in the Alps. Asserting your power on the powder as Shaun White at Gotcha Glacier.

Four righteous rippers. Four specially designed signature model boards. Four of the world's most amazing mountains. All for you.

styles for miles

With three different styles of gameplay, Shaun Palmer's Pro Snowboarder will play on and on, lettin' you ride till the break of dawn. Freestyle is the ultimate in trick-based madness: go for giant air (big tricks = big points), master massive combos (big tricks + bigger tricks = even bigger points), and discover secret areas and gaps for even more points.

For an adrenaline rush pure as the driven snow, the rough and tumble Palmer X is racing at its record- (and possibly neck-) breaking best. A shortcut is a sure bet, bumping is legal, and the speed, oh, the speed — it's all about trick boost, baby. When the real world is just too slow, jump in to this action-packed mode.

You've mastered your tricks, created cutting-edge combos, and are ready to go for the gold. It's time to drop in on the Superpipe. Big air, big trick combos, and big points will take you to the top. Strap on, drop in, and rock out!



how many modes can you play on...

Three, to be exact. They are: Career, Free Ride, and VS Mode.

CAREER. Career Mode is the life of a pro rider: compete and win in all FREESTYLE, PALMER X and SUPERPIPE levels. In FREESTYLE there are 5 level goals in each level. Accomplish them by using objects in the levels and link multiple tricks. Once 5 level goals total are finished, a new level will be unlocked. Then, once 12 level goals total are completed, another new level will be unlocked. PALMER X is a race, and SUPERPIPE is a jump competition. In these competitions win the first place medals to unlock new levels. As you move through Career Mode, you will also get new boards.

FREE RIDE lets you choose a level (as long as you've unlocked it already in Career Mode) and ride as long as your little fingers can handle. No time limit allows you to learn your lines. This is just for practice, though, so remember: nothing you win here really counts.

VS MODE lets you compete in the Palmer X Competition against a friend in one-on-one racing fun. You can play any course you have unlocked in Career Mode. Use the link cable to play this way.



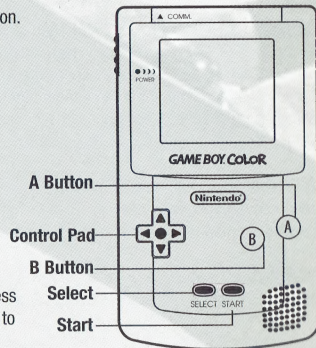
STARTING THE GAME

1. Turn OFF the POWER switch on your Nintendo Game Boy® Color. Never insert or remove a Game Pak while the power is on.
2. Insert the Shaun Palmer's Pro Snowboarder™ Game Pak into the slot on the back of the Game Boy® Color with the label facing out. Press the Game Pak firmly to lock it in place.
3. Turn the Game Boy® Color POWER switch ON.
4. When the Shaun Palmer's Pro Snowboarder™ title screen appears, press START to continue.

NOTE: The Shaun Palmer's Pro Snowboarder™ Game Pak is for Game Boy® Color and Game Boy® Advance only.

mode select menu

Press Up/Down on the Control Pad to make a selection, then press the A Button to select the highlighted option. Press the B Button to return to the Main Menu.



Choose Career Mode to start a Career. Accomplish level goals in FREESTYLE and win medals in PALMER X and SUPERPIPE. You will unlock more challenging courses or get new boards.

Choose Free Ride to practice your tricks and learn your lines on the levels you've unlocked in Career Mode with no time limit. Free Ride is a good way to learn each rider's unique abilities, explore different areas of each location, and to perfect your moves.

Choose VS Mode and race against your friend one-on-one on a Palmer X course. You can play any course you have unlocked in Career Mode.

Choose Credits to see the masterful minds behind this nutty game.

Choose Password to pick up where you left off in a previous game. Each time you quit Shaun Palmer's Pro Snowboarder™, you will receive a password. Be sure to write it down as it will restore your Career Mode progress, boards, and unlocked level information the next time you play.

Use the Control Pad to enter your Password (on the Password Input screen). Press the A Button to select the desired character. Select End and press the A Button when you are done. Use the left arrow character to correct mistakes. If you forget your Password, press the B Button to return to the Main Menu.

SELECTION MENUS

Once you know what mode you want to play, you'll need to select a pro, a board, and a course, of course.

boarder select menu

Choose the boarder you want to play using Left/Right on the Control Pad to move through each character's profile. Press the A Button to confirm your choice. Try each rider and every level because they all have unique abilities and different strengths – some are more technical, some are faster, while another may get huge air. Check out their skill sets and pick a boarder who matches the way you want to play. But they are all pros and they all rip.



board select menu

When you start your career, you'll only have one board available to select. As you progress, more boards will become available. Use Left/Right on the Control Pad to move through the different boards. Press the A Button to select a board. You can always go back to the Board Select menu by pressing the B Button at the Level Select screen.

level select

After you've selected your board, you'll go to the Level Select menu. Use Left/Right/Up/Down on the Control Pad to scroll through different levels. Press the A Button to make a selection. As you complete Level Goals, more levels will unlock.



HOW TO PLAY

basic controls

- Steer with Up and Down on the Control Pad.
- Press the A Button to jump; Press the A Button, hold, and then release to jump higher. You get the best air from timing the release of the A Button to happen just at the lip of a kicker (jump).
- When boarding normally on the ground, press the B Button to brake.

jump tricks (all course types)



- In the air, press one or more directions on the Control Pad, then press the A Button to do jump tricks (details below).
- In the air, press the A Button to rotate. If you press it quickly after executing a jump trick, it will rotate you in that position. One press rotates you 180 degrees.

board slide tricks (freestyle courses only)

- Before landing on a rail or slideable object, press a direction on the Control Pad and then press the B Button to do a board slide (details below).
- Press Down, Up or Up, Down on the Control Pad quickly to start a manual, which, when done on flat ground, will keep your combo alive. While a manual itself earns no points, it allows you to continue to string together tricks for even bigger combos.



handplants (superpipe only)

- As you reach the lip of the Superpipe, press the B Button to execute a handplant. The longer you hold your plant, the more points you get.



TRICK LIST

standard jump tricks

Indy: Right + A Button
Method: Left + A Button
Tail Grab: Down + A Button
Nose Grab: Up + A Button
Shifty: A + B Buttons (together)

standard board slides

FS Board Slide: (Automatic when you land on a rail)
Wheelie: Up + B Button

standard lip trick

Normal Handplant: B Button at lip of Superpipe

shaun palmer jump tricks

Palmer Air: Down + Right + A Button
Rocket Air: Down + Left + A Button
Nuclear Air: Left + Right + A Button
FS Rodeo 720: Right + Left + A Button
Back Flip: Down + Right + Up + A Button
1-Foot 1080 Tail Grab: Up + Right + Down + A Button

shaun palmer board slides

Smith: Down + B Button
BS Nose Slide: Right + B Button
FS 270 Revert: Left + B Button

shaun palmer lip tricks

Double Handplant: Up + B Button
J-Tear: Down + B Button

shaun white jump tricks

Roast Beef: Down + Right + A Button

Crossrocket: Down + Left + A Button

Lien Method: Left + Right + A Button

Superman Flip: Right + Left + A Button

BS 360 to BS Rodeo 7 Melon: Down + Right + Up + A Button

1-Foot Rodeo 900: Up + Right + Down + A Button

shaun white board slides

Feeble: Down + B Button

FS Nose Slide: Right + B Button

BS 180 50/50: Left + B Button

shaun white lip tricks

Handplant to Fakie: Up + B Button

Stale Egg: Down + B Button

tara dakides jump tricks

Melancholy: Down + Right + A Button

Rocket Air: Down + Left + A Button

Crail Air: Left + Right + A Button

Misty 7: Right + Left + A Button

Double Back Flip: Down + Right + Up + A Button

1-Foot 540 Rodeo: Up + Right + Down + A Button

tara dakides board slides

Nose 5-0: Down + B Button

BS Board Slide: Right + B Button

BS 180 50/50: Left + B Button

tara dakides lip tricks

Indy Eggplant: Up + B Button

Miller Flip: Down + B Button

ingemar backman jump tricks

Taipan Air: Down + Right + A Button

Seatbelt Air: Down + Left + A Button

Tindy: Left + Right + A Button

Front Flip: Right + Left + A Button

Haakon Flip 900 Indy: Down + Right + Up + A Button

FS 360 Mute to Rewind: Up + Right + Down + A Button

ingemar backman board slides

Smith: Down + B Button

BS Tail Slide: Right + B Button

BS 270 Revert: Left + B Button

ingemar backman lip tricks

Eggplant: Up + B Button

Layback: Down + B Button

TRICK SCORING

It's all about combos. The more tricks you string together into a combo, the more points you get. Points are first awarded based on the difficulty of a trick. Then, if scoring a combo, you add up the points for all the tricks then multiply that total by the number of tricks in the combo. Lots of tricks means lots of points. For example, a Method, an Indy, and a Nose Grab are all worth 70 points each. Performed as three separate tricks, you'd get $70 + 70 + 70 = 210$ points. But put them together in a combo and you'd get $(70 + 70 + 70) \times 3 = 630$ points. Go crazy!

In addition, each time you repeat the same trick during a single run, the points awarded for that trick go down. So you'll want to make sure you use lots of different tricks in a run to get the highest scores. Finally, don't forget to use manuals to keep those long combos alive over flat ground. Mastering manuals is the key to getting the really big combos of 15 tricks and more.

stuff on the courses

- The letters S-H-R-E-D are somewhere out on each Freestyle course. The location varies depending on which boarder you are using. Collecting them all is always one of your level goals.
- Red Palmer P's are located throughout the Freestyle courses. They give you a temporary burst of speed.
- Gaps are special areas on the course that, when doing a board slide, jump trick, or manual over, will give you 500 bonus points. Keep an eye out for gaps and remember where they are.
- Fish, furniture, snowballs, etc. There are lots of miscellaneous items out there on the courses. Most of them are scoring opportunities, or are related to a Level Goal for one of the boarders. Some are just there for fun, though. Enjoy.

THE PROS

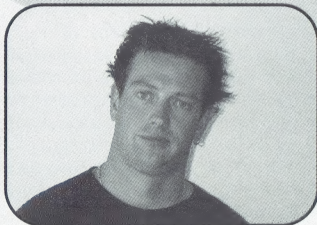
shaun palmer

Birth Date - 11/14/68

Home Town - South Lake Tahoe, CA U.S.A.

Stance - Regular

There's no clowning Shaun Palmer, considering he's one of the most influential, gnarliest pros to date. The "Cadillac Kid" hails out of South Lake Tahoe and stories of his riding ability and rabid antics are of legendary status. An all around athlete, Palmer excels in boardercross, motocross, skiercross, downhill mountain biking—listing even a portion of his victories and credits would likely run longer than your arm. After yet another win, Palmer was overheard saying, "I think I'm going to have to quit, 'cause it's just too damn easy."



shaun white

Birth Date - 9/3/86

Home Town - San Diego, CA U.S.A.

Stance - Regular

This kid's on the fast track to snowboard stardom, proving good things do come in small packages. He began popping up in contests and magazines when he was in elementary school. Today, Shaun is a heavy threat on the halfpipe circuit and the youngest rider ever to get a pro model. This San Diego kid is sick on a skateboard too — he skates vert with the big dogs, throwing McTwists and flip trick variations at will. Specializing in Superpipes, his first professional snowboard victory came at the prestigious 2001 Arctic Challenge, officially putting him among the ranks of the sport's greats.



tara dakides

Birth Date - 8/20/75

Home Town - Mammoth Lakes, CA U.S.A.

Stance - Goofy

When Tara Dakides isn't slaying twenty-stair handrails and boosting backside rodeo flips off kickers, she's winning big air contests with effortless style and stomped landings. Either way, Tara never stops pushing the envelope, and may just be the world's best female snowboarder. With over 12 years dedicated to the sport, Tara has earned all the accolades she gets: Tara was awarded the Gold medal in the 2000 X-Games in Big Air and Slopestyle, won the 2000 Gravity Games Quarterpipe Contest, and conquered the Big Air Competition at the US Open. A Southern California native, Tara tours the world surfing, too. But, she's not all brawn, Tara likes to write poetry when she's feeling brainy.



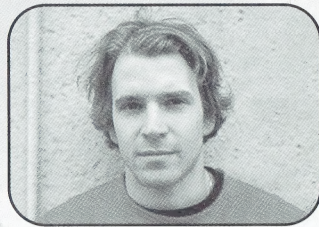
ingemar backman

Birth Date - 4/1/76

Home Town - Skelleftea, Sweden

Stance - Regular

Swedish celebrity Ingemar Backman's record-high 25-foot quarterpipe method air earned him several magazine covers at once and worldwide notoriety. Along the glorious path that is his life, Ingemar won Europe's Air And Style contest twice and enjoyed first place in the World Halfpipe rankings. Polite and soft spoken, Ingemar has always let his riding, which is always original and never by the books, speak for itself. With definitive movie parts and the largest air to date, this sweet Swede has established himself as a true snowboard icon.



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notes



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Available for

GAME BOY COLOR

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